GAMER
ELDER SCROLLS
FRANCHISE SPECIAL
GAMING
RETRO
TECH
NEWS
15TH MARCH 2025

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ELDER SCROLLS

GAMER

THE ELDER SCROLLS MAIN GAMES RELEASE TIME-LINE

THE ELDER SCROLLS ARENA – 1994

THE ELDER SCROLLS II: DAGGER-FALL – 1996

THE ELDER SCROLLS III: MORROWIND – 2002

THE ELDER SCROLLS IV: OBLIVION – 2006

THE ELDER SCROLLS V: SKYRIM – 2011

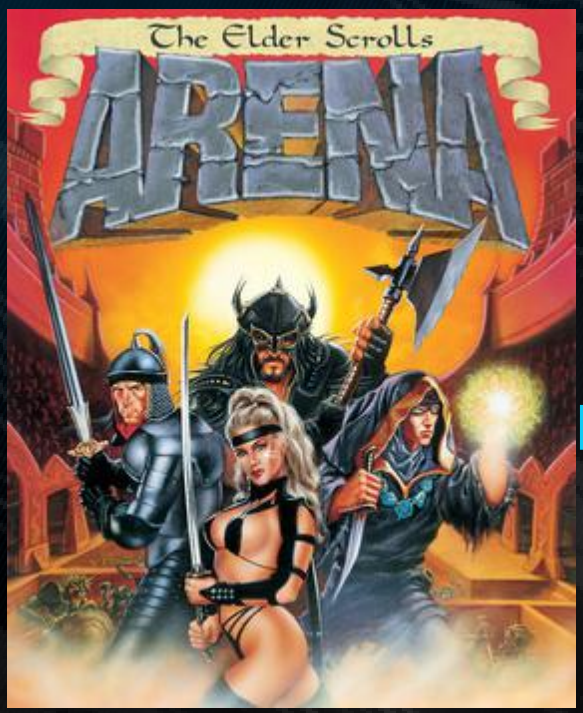
THE ELDER SCROLLS ONLINE 2014

The Elder Scrolls ARENA

ELDER SCROLLS GAMER

THE ELDER SCROLLS ARENA – 1994

THE ELDER SCROLLS: ARENA IS AN OPEN-WORLD ACTION ROLE-PLAYING VIDEO GAME DEVELOPED AND PUBLISHED BY BETHESDA SOFTWORKS.



THE FIRST GAME IN THE ELDER SCROLLS SERIES, IT WAS RELEASED FOR MS-DOS ON MARCH 25, 1994. THE GAME FOLLOWS THE PLAYER TRYING TO UNCOVER A CONSPIRACY AGAINST EMPEROR URIEL SEPTIM VII.

The Elder Scrolls
ARENA

The Elder Scrolls ARENA

ELDER SCROLLS GAMER

ARENA TAKES PLACE ON THE ENTIRE CONTINENT OF TAMRIEL, COMPLETE WITH WILDERNESS, TOWNS AND DUNGEONS WHICH ARE PROCEDURALLY GENERATED.

ARENA WOULD SPAWN LATER SEQUELS THAT CREATED A SERIES GAMES WHICH HAS GONE ON TO BECOME ONE OF THE BIGGEST ROLE-PLAYING GAMES OF ALL TIME.

THE GAME RECEIVED PRAISE FROM CRITICS.

ARENA GENERATED A CULT FOLLOWING AND SOLD 120,000 UNITS.

THE ELDER SCROLLS II: DAGGERFALL – 1996

THE ELDER SCROLLS II: DAGGERFALL IS AN OPEN-WORLD, ACTION ROLE-PLAYING GAME PUBLISHED BY BETHESDA SOFTWORKS.

THE SECOND VIDEO GAME IN THE ELDER SCROLLS SERIES, IT WAS RELEASED ON SEPTEMBER 20, 1996 FOR MS-DOS, FOLLOWING THE SUCCESS OF 1994'S THE ELDER SCROLLS: ARENA.

THE ELDER SCROLLS II: DAGGER-FALL – 1996

THE STORY FOLLOWS THE PLAYER, SENT BY THE EMPEROR, TO FREE THE GHOST OF KING LYSANDUS FROM HIS EARTHLY SHACKLES AND DISCOVER WHAT HAPPENED TO A LETTER SENT FROM THE EMPEROR TO THE FORMER QUEEN OF DAGGERFALL.

DAGGERFALL CONSISTS OF 15,000 CITIES, TOWNS, VILLAGES, AND DUNGEONS FOR THE CHARACTER TO EXPLORE.

DAGGERFALL ELDER SCROLLS GAMER

THE ELDER SCROLLS II: DAGGERFALL – 1996

DAGGERFALL INCLUDES MORE CUSTOMIZATION OPTIONS, FEATURING AN IMPROVED CHARACTER GENERATION ENGINE.

INFLUENCED CLASS CREATION SYSTEM, OFFERING PLAYERS THE CHANCE TO CREATE THEIR OWN CLASSES AND ASSIGN THEIR OWN SKILLS.

THE GAME WAS A CRITICAL AND COMMERCIAL SUCCESS, WITH SALES AROUND 700,000 COPIES BY 2000.

The Elder Scrolls III MORROWIND ELDER SCROLLS GAMER

THE ELDER SCROLLS III:

MORROWIND – 2002

THE ELDER SCROLLS III: MORROWIND IS A 2002 ACTION ROLE-PLAYING GAME DEVELOPED BY BETHESDA GAME STUDIOS AND PUBLISHED BY BETHESDA SOFTWORKS.

IT IS THE THIRD INSTALLMENT IN THE ELDER SCROLLS SERIES, FOLLOWING 1996'S THE ELDER SCROLLS II: DAGGERFALL, AND WAS RELEASED FOR MICROSOFT WINDOWS AND XBOX.

The Elder Scrolls III MORROWIND ELDER SCROLLS GAMER

THE ELDER SCROLLS III:

MORROWIND – 2002

THE MAIN STORY TAKES PLACE ON VVARDENFELL, AN ISLAND IN THE DUNMER (DARK ELF) PROVINCE OF MORROWIND, PART OF THE CONTINENT OF TAMRIEL.

THE CENTRAL QUESTS CONCERN THE DEMIGOD DAGOTH UR, HOUSED WITHIN THE VOLCANIC RED MOUNTAIN, WHO SEEKS TO GAIN POWER AND BREAK MORROWIND FREE FROM IMPERIAL REIGN.

The Elder Scrolls III MORROWIND ELDER SCROLLS GAMER

THE ELDER SCROLLS III:

MORROWIND – 2002

MORROWIND IS PRIMARILY A FANTASY GAME, WITH MANY GAMEPLAY ELEMENTS AND WESTERN MEDIEVAL AND FANTASY FICTION TROPES INSPIRED BY DUNGEONS & DRAGONS AND PREVIOUS ROLE-PLAYING GAMES.

MORROWIND ALSO FEATURES SOME STEAMPUNK ELEMENTS, AND DREW MUCH INSPIRATION FROM MIDDLE EASTERN AND EAST ASIAN CULTURES.

The Elder Scrolls III MORROWIND

ELDER SCROLLS GAMER

THE ELDER SCROLLS III:

MORROWIND – 2002

MORROWIND WAS DESIGNED WITH AN OPEN-ENDED, FREEFORM STYLE OF GAMEPLAY IN MIND, WITH LESS OF AN EMPHASIS ON THE MAIN PLOT THAN ITS PREDECESSORS.

MORROWIND ACHIEVED CRITICAL AND COMMERCIAL SUCCESS.

MORROWIND SOLD OVER FOUR MILLION COPIES WORLDWIDE.

IT HAS SINCE BEEN CONSIDERED ONE OF THE BEST VIDEO GAMES EVER MADE.

The Elder Scrolls IV OBLIVION ELDER SCROLLS GAMER

THE ELDER SCROLLS IV:

OBLIVION - 2006

THE ELDER SCROLLS IV: OBLIVION IS A 2006 ACTION ROLE-PLAYING GAME DEVELOPED BY BETHESDA GAME STUDIOS, AND CO-PUBLISHED BY BETHESDA SOFTWORKS AND 2K GAMES.

IT IS THE FOURTH INSTALLMENT IN THE ELDER SCROLLS SERIES.

RELEASED FOR MICROSOFT WINDOWS AND XBOX 360 IN 2006, FOLLOWED BY PLAYSTATION 3 IN 2007.

The Elder Scrolls IV
OBLIVION

ELDER SCROLLS GAMER

THE ELDER SCROLLS IV:

OBLIVION - 2006

THE ELDER SCROLLS IV OBLIVION PLACE WITHIN THE FICTIONAL PROVINCE OF CYRODIIL.

THE GAME'S MAIN STORY FOCUSES ON THE PLAYER CHARACTER'S EFFORTS TO THWART A FANATICAL CULT KNOWN AS THE MYTHIC DAWN THAT PLANS TO OPEN PORTAL GATES TO A DEMONIC REALM KNOWN AS OBLIVION.

The Elder Scrolls IV
OBLIVION

ELDER SCROLLS GAMER

THE ELDER SCROLLS IV:

OBLIVION - 2006

THE GAME CONTINUES THE OPEN-WORLD TRADITION OF ITS PREDECESSORS BY ALLOWING THE PLAYER TO TRAVEL ANYWHERE IN THE GAME WORLD AT ANY TIME AND TO IGNORE OR POSTPONE THE MAIN STORYLINE INDEFINITELY.

UPON RELEASE, OBLIVION WAS A CRITICAL AND COMMERCIAL SUCCESS.

The Elder Scrolls IV OBLIVION ELDER SCROLLS GAMER

THE ELDER SCROLLS IV:

OBLIVION - 2006

THE ELDER SCROLLS IV: OBLIVION CONSIDERED ONE OF THE GREATEST GAMES EVER MADE.

OBLIVION RECEIVED UNIVERSAL ACCLAIM FROM CRITICS, AND BECAME A COMMERCIAL SUCCESS.

THE GAME HAD SHIPPED 1.7 MILLION COPIES BY APRIL 10, 2006,

SOLD OVER 3 MILLION COPIES BY JANUARY 2007, AND OVER 3.5 MILLION BY NOVEMBER 2011

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THE ELDER SCROLLS V: SKYRIM IS A 2011 ACTION ROLE-PLAYING GAME DEVELOPED BY BETHESDA GAME STUDIOS AND PUBLISHED BY BETHESDA SOFTWORKS.

IT IS THE FIFTH MAIN INSTALLMENT IN THE ELDER SCROLLS SERIES, FOLLOWING THE ELDER SCROLLS IV: OBLIVION (2006), AND WAS RELEASED WORLDWIDE FOR MICROSOFT WINDOWS, PLAYSTATION 3, AND XBOX 360 ON NOVEMBER 11, 2011.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THE GAME IS SET 200 YEARS AFTER THE EVENTS OF OBLIVION AND TAKES PLACE IN SKYRIM, THE NORTHERNMOST PROVINCE OF TAMRIEL, A CONTINENT ON THE PLANET NIRN.

ITS MAIN STORY FOCUSES ON THE PLAYER'S CHARACTER, THE DRAGONBORN, ON THEIR QUEST TO DEFEAT ALDUIN THE WORLD-EATER, A DRAGON PROPHESIED TO DESTROY THE WORLD.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THROUGHOUT THE GAME, THE PLAYER COMPLETES QUESTS AND DEVELOPS THE CHARACTER BY IMPROVING SKILLS.

THE GAME CONTINUES THE OPEN WORLD TRADITION OF ITS PREDECESSORS BY ALLOWING THE PLAYER TO TRAVEL TO DISCOVERED LOCATIONS IN THE GAME WORLD AT ANY TIME, AND TO IGNORE OR POSTPONE THE MAIN STORYLINE INDEFINITELY.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THE ELDER SCROLLS V SKYRIM RECEIVED CRITICAL ACCLAIM, WITH PRAISE FOR ITS CHARACTER ADVANCEMENT, WORLD DESIGN, VISUALS, AND DUAL-WIELDING COMBAT.

SKYRIM WAS DEVELOPED USING THE CREATION ENGINE, WHICH WAS REBUILT SPECIFICALLY FOR THE GAME.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THE GAME SHIPPED OVER SEVEN MILLION UNITS WITHIN THE FIRST WEEK OF ITS RELEASE AND HAD SOLD OVER 20 MILLION UNITS BY JUNE 2013.

IT IS CONSIDERED ONE OF SEVENTH GENERATION CONSOLE GAMING'S MOST SIGNIFICANT TITLES AND ONE OF THE GREATEST VIDEO GAMES EVER MADE.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THREE DOWNLOADABLE CONTENT (DLC) ADD-ONS WERE RELEASED: DAWNGUARD, HEARTHFIRE AND DRAGONBORN, WHICH WERE BUNDLED ALONG WITH THE BASE GAME INTO THE ELDER SCROLLS V: SKYRIM - LEGENDARY EDITION RELEASED IN JUNE 2013.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

A REMASTERED VERSION, THE ELDER SCROLLS V: SKYRIM – SPECIAL EDITION, WAS RELEASED FOR WINDOWS, PLAYSTATION 4 AND XBOX ONE IN OCTOBER 2016, WITH ALL THREE DLC EXPANSIONS AND A GRAPHICAL UPGRADE.

A PORT FOR THE NINTENDO SWITCH WAS RELEASED IN NOVEMBER 2017.

ELDER SCROLLS

GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

THE ELDER SCROLLS V: SKYRIM IS A FANTASY ACTION ROLE-PLAYING GAME, PLAYABLE FROM EITHER A FIRST OR THIRD-PERSON PERSPECTIVE.

THE PLAYER MAY FREELY ROAM OVER THE LAND OF SKYRIM, AN OPEN WORLD ENVIRONMENT.

ELDER SCROLLS GAMER

THE ELDER SCROLLS V: SKYRIM – 2011

SKYRIM RECEIVED CRITICAL ACCLAIM UPON RELEASE.

THE REMOVAL OF THE CHARACTER CLASS SYSTEM, PRESENT IN PREVIOUS THE ELDER SCROLLS ENTRIES, WAS GENERALLY WELL RECEIVED BY REVIEWERS.

WITHIN TWO DAYS AFTER THE GAME'S LAUNCH, 3.4 MILLION PHYSICAL UNITS WERE SOLD.

SKYRIM IS CONSIDERED ONE OF THE BEST VIDEO GAMES OF ALL TIME.

THE ELDER SCROLLS ONLINE 2014

THE ELDER SCROLLS ONLINE, ABBREVIATED ESO, IS A MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAME DEVELOPED BY ZENIMAX ONLINE STUDIOS AND PUBLISHED BY BETHESDA SOFTWORKS.

THE GAME IS A PART OF THE ELDER SCROLLS SERIES.

IT WAS RELEASED FOR WINDOWS AND MACOS IN APRIL 2014, FOR PLAYSTATION 4 AND XBOX ONE IN JUNE 2015, AND FOR PLAYSTATION 5 AND XBOX SERIES X/S IN JUNE 2021.

The Elder Scrolls ONLINE

GAMER

THE ELDER SCROLLS ONLINE 2014

THE ELDER SCROLLS ONLINE IS SET IN THE CONTINENT OF TAMRIEL AND FEATURES A STORYLINE INDIRECTLY CONNECTED WITH THE OTHER GAMES IN THE ELDER SCROLLS FRANCHISE.

THE GAME HAD BEEN IN DEVELOPMENT FOR SEVEN YEARS BEFORE ITS RELEASE IN 2014, WHICH REQUIRED A MANDATORY MONTHLY SUBSCRIPTION MODEL.

The Elder Scrolls ONLINE

THE ELDER SCROLLS ONLINE 2014

THE ELDER SCROLLS ONLINE INITIALLY RECEIVED MIXED REVIEWS FROM CRITICS.

RECEPTION IMPROVED SIGNIFICANTLY WITH THE MARCH 2015 RE-RELEASE AND RE BRANDING AS THE ELDER SCROLLS ONLINE: TAMRIEL UNLIMITED, TRANSITIONING TO A BUY-TO-PLAY MODEL WITH MICRO-TRANSACTIONS AND AN OPTIONAL SUBSCRIPTION.

THE GAME HAD SOLD OVER 15 MILLION UNITS BY 2020 AND GENERATED OVER $2 BILLION IN REVENUE BY 2024.

THE ELDER SCROLLS ONLINE 2014

THE ELDER SCROLLS ONLINE CAN BE PLAYED FROM EITHER A FIRST OR THIRD-PERSON PERSPECTIVE.

GAMEPLAY IS MOSTLY NON-LINEAR, WITH A MIXTURE OF QUESTS, RANDOM EVENTS, AND FREE-ROAMING EXPLORATION OF THE WORLD.

THE ELDER SCROLLS ONLINE 2014

THE GAME DOES NOT PROVIDE A MODE FOR SINGLE-PLAYER OFFLINE PLAY, ALTHOUGH THE DEVELOPERS STATED THAT THERE WOULD BE "PLENTY OF CONTENT" FOR ONLINE SOLO PLAY.

THE ELDER SCROLLS ONLINE IS SET ON THE CONTINENT OF TAMRIEL.

THE EVENTS OF THE GAME OCCUR A MILLENNIUM BEFORE THOSE OF THE ELDER SCROLLS V: SKYRIM AND AROUND 800 YEARS BEFORE THE ELDER SCROLLS III: MORROWIND AND THE ELDER SCROLLS IV: OBLIVION.

THE ELDER SCROLLS ONLINE 2014

THE ELDER SCROLLS ONLINE RECEIVED "MIXED OR AVERAGE" REVIEWS.

THE ELDER SCROLLS ONLINE THE MOST SUCCESSFUL BETHESDA GAME FROM 2017 TO 2021.

BY 2024, THE GAME HAD GENERATED $2 BILLION IN REVENUE.

TWILIGHT OF THE GODS (TV SERIES)

TWILIGHT OF THE GODS IS AN ADULT ANIMATED TELEVISION SERIES BASED ON NORSE MYTHOLOGY.

TWILIGHT OF THE GODS RECEIVED GENERALLY FAVORABLE REVIEWS.

TWILIGHT OF GODS IS WORTH A WATCH AND REALLY WELL DONE .

TWILIGHT OF THE GODS WAS RELEASED ON NETFLIX ON SEPTEMBER 19, 2024.

GAMER

TERMINATOR ZERO IS A 2024 JAPANESE ENGLISH-LANGUAGE SCIENCE-FICTION ACTION ANIME SERIES SET IN THE TERMINATOR UNIVERSE.

THE EIGHT-EPISODE SHOW WAS PRODUCED FOR NETFLIX.

SET IN 1997 IN TOKYO, MALCOLM LEE HAS BEEN DEVELOPING THE AI SYSTEM KOKORO THAT IS INTENDED TO COMPETE WITH SKYNET.

A DAY BEFORE JUDGMENT DAY, LEE FINDS HIMSELF AND HIS THREE CHILDREN PURSUED BY AN UNKNOWN ROBOT ASSASSIN, AND A MYSTERIOUS SOLDIER FROM THE YEAR 2022 HAS BEEN SENT TO PROTECT HIM.

A RESISTANCE SOLDIER SENT FROM THE YEAR 2022 TO PROTECT MALCOLM AND HIS KIDS FROM THE TERMINATOR AND TO PREVENT KOKORO FROM BEING LAUNCHED.

TERMINATOR ZERO RECEIVED POSITIVE REVIEWS.

GAMER

SQUIRREL WITH A GUN IS AN INDIE ACTION-ADVENTURE GAME DEVELOPED BY DEE DEE CREATIONS AND PUBLISHED BY MAXIMUM ENTERTAINMENT.

IT WAS RELEASED ON AUGUST 29, 2024 ON WINDOWS, AND IS SET FOR RELEASE ON OCTOBER 15, 2024 ON XBOX SERIES X//S AND PLAYSTATION 5.

THE PLAYER CONTROLS A SQUIRREL THAT WIELDS A GUN AS IT ESCAPES A SECRET UNDERGROUND FACILITY AND PESTERS THE RESIDENTS OF A NEIGHBORHOOD.

IN SQUIRREL WITH A GUN, THE PLAYER WILL CONTROL A SQUIRREL AS THEY EXPLORE AN OPEN WORLD.

THE SQUIRREL HAS A MULTITUDE OF WEAPONS THAT IT CAN USE RANGING FROM PISTOLS, SHOTGUNS AND SNIPER RIFLES.

SQUIRREL WITH A GUN IS JUST A FUN GAME AND WILL MAKE YOU SMILE.

GAMER

WAR-HAMMER 40,000: SPACE MARINE II IS A THIRD-PERSON SHOOTER HACK-N-SLASH VIDEO GAME DEVELOPED BY SABER INTERACTIVE.

THE GAME WAS RELEASED FOR PLAYSTATION 5, WINDOWS, AND XBOX SERIES X /S ON 9 SEPTEMBER 2024.

THE GAME RECEIVED GENERALLY POSITIVE REVIEWS FROM CRITICS.

IN WAR-HAMMER 40,000: SPACE MARINE II, THE PLAYER ENGAGES ENEMIES USING A MIX OF BOTH MELEE AND RANGED COMBAT FROM A THIRD-PERSON POINT OF VIEW.

THE PLAYER CONTROLS TITUS, A LIEUTENANT OF THE ULTRAMARINES CHAPTER AND RETURNING PROTAGONIST FROM THE FIRST GAME.

TITUS IS ACCOMPANIED BY FELLOW SPACE MARINES CHAIRON AND GADRIEL THROUGHOUT THE CAMPAIGN.

WHO CAN BE CONTROLLED BY OTHER PLAYERS IN THE GAME'S COOPERATIVE MULTIPLAYER MODE OR BY ARTIFICIAL INTELLIGENCE.

THE GAME IS SET IN THE 41ST MILLENNIUM, DURING THE ERA INDOMITUS, THE AGE OF THE DARK IMPERIUM.

THE GAME'S MAIN ENEMIES ARE THE TYRANIDS AND THE FORCES OF CHAOS.

THE TYRANIDS ARE AN EXTRAGALACTIC INSECTOID RACE WHOSE SOLE PURPOSE IS TO CONSUME ALL FORMS OF BIOMATTER.

GAMER

SPACE MARINE II WAS ORIGINALLY SCHEDULED TO RELEASE FOR PLAYSTATION 5, WINDOWS, AND XBOX SERIES X//S IN 2023,

BEFORE BEING DELAYED TO 9 SEPTEMBER 2024.

DEVELOPER SABER INTERACTIVE ANNOUNCED THAT THE PLANNED BETA WAS CANCELLED IN ORDER TO FOCUS ON GETTING THE GAME READY FOR THE LAUNCH DATE.

WAR-HAMMER 40,000: SPACE MARINE II RECEIVED GENERALLY FAVORABLE REVIEWS.

WAR-HAMMER 40,000: SPACE MARINE II IS A GREAT GAME TO PLAY.

THE STYLE OF THE GAME KINDA FEELS LIKE AN OLD SCHOOL GEARS OF WARS GAME MIXED WITH A MODERN DAY DOOM.

THE PENGUIN

GAMER

THE PENGUIN IS AN AMERICAN CRIME DRAMA TELEVISION SERIES.

BASED ON THE DC COMICS CHARACTER PENGUIN, IT IS A SPIN-OFF FROM THE FILM THE BATMAN 2022 THAT EXPLORES THE PENGUIN'S RISE TO POWER IN GOTHAM CITY'S CRIMINAL UNDERWORLD.

COLIN FARRELL STARS AS THE PENGUIN, REPRISING HIS ROLE FROM THE BATMAN.

THE PENGUIN

GAMER

THE PENGUIN SERIES

IS REALLY GOOD AND A BIT OF SURPRISE.

COLIN FARRELL PERFORMANCE AS THE PENGUIN IS OUTSTANDING.

THE PENGUIN IS DEFINITELY WORTH WATCHING.

THRONE AND LIBERTY

THRONE AND LIBERTY IS A MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAME DEVELOPED AND PUBLISHED BY NCSOFT.

IT WAS PUBLISHED IN NORTH AMERICA, SOUTH AMERICA, EUROPE, AND JAPAN BY AMAZON GAMES.

THE GAME WAS ORIGINALLY PART OF THE LINEAGE SERIES AND A SEQUEL TO THE FIRST LINEAGE, BUT WAS RE PURPOSED AND RESTRUCTURED WELL INTO DEVELOPMENT.

THRONE AND LIBERTY

THE GAME WAS FIRST ANNOUNCED AS LINEAGE ETERNAL IN NOVEMBER 2011 BUT SUFFERED NUMEROUS DELAYS IN ITS RELEASE SCHEDULE.

THE FIRST SOUTH KOREA CLOSED BETA TOOK PLACE IN 2016.

NCSOFT RENAMED THE GAME PROJECT TL IN 2017 AND THRONE AND LIBERTY IN 2022.

THRONE AND LIBERTY

GAMER

AMAZON ACQUIRED THE PUBLISHING RIGHTS IN 2023 AND PLANNED TO RELEASE THRONE AND LIBERTY IN AMERICAS, EUROPE, AND JAPAN, FOR PC, PLAYSTATION 5, AND XBOX SERIES X/S WITH FULL CROSS-PLATFORM SUPPORT.

AN OPEN BETA STARTED IN JULY 2024, AND WAS SCHEDULED TO BE RELEASED ON SEPTEMBER 17.

THRONE AND LIBERTY

THRONE AND LIBERTY

GAMER

THE BETA ATTRACTED NEARLY 60,000 PLAYERS AT LAUNCH AND LEVELED OFF TO AROUND 38,000 BY THE NEXT DAY.

THRONE AND LIBERTY EXPERIENCED A STRONG LAUNCH, PARTICULARLY ON STEAM, WHEN IT WAS RELEASED ON OCTOBER 1, 2024, FOR PLAYSTATION 5, XBOX SERIES X|S, AND PC.

THRONE AND LIBERTY AS AMONG THE BETTER GAMES OF THE GENRE.

THRONE AND LIBERTY IS A PRETTY SOLID GAME AND WORTH A LOOK,

ITS FREE TO PLAY.

GAMER

SWEETPEA IS A DARK COMEDY DRAMA TELEVISION SERIES FOR SKY ATLANTIC.

IT IS AN ADAPTATION BY KIRSTIE SWAIN OF THE BOOK OF THE SAME NAME BY CJ SKUSE.

SWEETPEA STARS ELLA PURNELL IN THE LEAD ROLE.

THE SERIES PREMIERED ON 10 OCTOBER 2024 ON SKY ATLANTIC IN THE UNITED KINGDOM.

RHIANNON ESCAPED CHILDHOOD INFAMY TO LEAD A QUIET LIFE INTO ADULTHOOD WORKING AS AN OFFICE RECEPTIONIST.

sweetpea

GAMER

AFTER RHIANNON'S FATHER DIES SHE SNAPS AND GOES ON A KILLING SPREE.

SWEETPEA IS AN INTERESTING STORY OF WHAT HAPPENS WHEN SOMEONE IS PUSHED TO FAR ALL OF THERE LIFE.

GAMER

THE RESIDENT IS AN AMERICAN MEDICAL DRAMA TELEVISION SERIES

THE SERIES FOCUSES ON THE LIVES AND DUTIES OF STAFF MEMBERS AT FICTIONAL CHASTAIN PARK MEMORIAL HOSPITAL.

SET IN ATLANTA, GEORGIA, WITH GENERALLY A CRITICAL EYE INTO REAL LIFE BUREAUCRATIC PRACTICES OF THE HEALTHCARE INDUSTRY.

GAMER

DR. CONRAD THEODORE HAWKINS: THE TITULAR RESIDENT WHO IS A THIRD-YEAR RESIDENT IN INTERNAL MEDICINE AT CHASTAIN PARK MEMORIAL HOSPITAL.

A FORMER NAVY CORPSMAN WHO SERVED WITH THE MARINES IN AFGHANISTAN, WHICH IS WHERE HE LEARNED SOME OF HIS UNCONVENTIONAL MEDICAL TECHNIQUES ALSO HAWKINS SUFFERS FROM PTSD.

THE RESIDENT IS A REALLY GOOD SERIES AND IS WORTHING WATCHING.

IN THE LONG RUN TV SERIES 2020

IN THE LONG RUN IS A BRITISH COMEDY-DRAMA TELEVISION SERIES CREATED BY IDRIS ELBA WHICH PREMIERED ON SKY ONE ON 29 MARCH 2018.

LOOSELY BASED ON ELBA'S CHILDHOOD, THE SHOW IS SET IN THE 1980S ON THE GRITTY, FICTITIOUS EAST BRIDGE ESTATE IN EAST LONDON.

THE SERIES FOLLOWS THE EASMON FAMILY; WALTER (ELBA), HIS WIFE AGNES (MADELINE APPIAH) AND THEIR 13-YEAR-OLD BRITISH-BORN SON KOBNA (SAMMY KAMARA) WHO HAVE SETTLED IN ENGLAND AFTER HAVING ARRIVED FROM SIERRA LEONE.

IN THE LONG RUN IS A FUN COMEDY DRAMA THAT IS A JOY TO WATCH.